DAVID CRANE'S
AMAZING
TENNIS ™

SUNRISE FAMILY VIDEO 756-6726

004750

PLAYER'S R

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GENE

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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Table of Contents

How about a Real Game?

We don't call it *Amazing Tennis*™ for nothing. That's because this is the closest video-game tennis has ever come to the real thing. It has the precision feel and accuracy of real tennis—with a roster of lifelike serves and shots to choose from, not to mention a great lineup of computer opponents.

The rules of *Amazing Tennis* follow real tennis to a "T." You can even choose the types of court surfaces you want to play on. Plus, the superb graphics and animation are exciting to watch—even when you're *not* holding the controller. The sound is amazing, too—from the *thwack!* of the racquet smacking the ball to the score calls made by the actual voice of world-famous chair umpire Frank Hammond!

So bone up on the rules, grab your controller-racquet, and get ready to hit the court. It's *Amazing Tennis* !
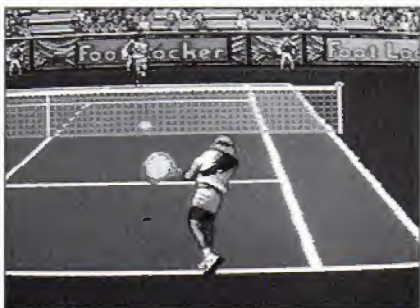
Tennis Terms

LOVE: A score of zero. While no one is quite certain of the origin of this term in tennis, the most common belief is that it comes from the French "l'oeuf" (The Egg), pertaining to the shape of the zero.

POINT: A point is played from the time the ball is put into play by the server until one player fails to return it in-bounds.

DEUCE: A game score of 40 ALL. Once the score of DEUCE is reached in a game, a player must win two points in a row to win the game.

ADVANTAGE: The player who wins the point at DEUCE is said to have an ADVANTAGE. If the player with an ADVANTAGE wins the next point, he will win the game. If his opponent wins the next point, the score returns to DEUCE.

AD IN: ADVANTAGE to the serving player.

AD OUT: ADVANTAGE to the receiving player.

GAME: The GAME is decided in favor of the first player to win at least four points by a margin of two.

SET: A set is awarded to the player who wins at least six games by a margin of two, or to the player who wins a tie-breaker at 6 ALL.

TIE-BREAKER: The 12-point tie-breaker is played when the games are tied at 6 ALL, and determines the winner of the set. It consists of a series of points played until one player wins at least seven points by a margin of two.

MATCH: A match in *Amazing Tennis* is a best two-out-of-three set contest, and determines the overall winner between two players. If the players split the first two sets, the winner of the third and final set will win the match.

SPLIT: Players SPLIT the first two sets if they each win one set.

LOB: A high, defensive shot intended to travel over the head of a player at the net.

RALLY: The back and forth exchange of the ball.

VOLLEY: A ball hit on the fly, before it has bounced on your side of the court.

CROSSCOURT SHOT: A shot hit from one side of the court to the other, such as left to right or right to left.

DOWN THE LINE: A shot that travels along one sideline or the other.

APPROACH SHOT: The shot used by a player to approach the net. The approaching player runs up to the net behind his APPROACH SHOT to take an aggressive position there.

DRIVE: A hard-hit, low shot.

PASSING SHOT: A shot intended to pass out of reach of an opponent at the net.

Tennis Terms (cont.)

ACE: An in-bounds serve that an opponent misses entirely (i.e., does not touch with his racquet), resulting in a point for the server.

FAULT: A serve that fails to travel over the net or lands outside of the service box.

DOUBLE FAULT: Two consecutive faults that result in the loss of a point to an opponent.

Warming Up

1. Make sure the power switch of your Sega Genesis unit is **OFF**.

2. Insert the *Amazing Tennis™* cartridge into the Genesis unit as described in your Genesis instruction manual.

3. Turn the power switch **ON**. If nothing appears on the screen, turn the power switch **OFF**, remove the cartridge, and try again.

4. A brief movie sequence of company logos will appear, followed by the Title Screen.

5. After the Title Screen, the design credits will appear. The second time this sequence plays out, it will be followed by a self-running demo (one game, played entirely by the computer).

Pressing **START** at any time after the first appearance of the Title Screen will begin the game.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use solely on the Sega Genesis System.

- Do not bend it, crush it, or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Selecting on the Options Screen
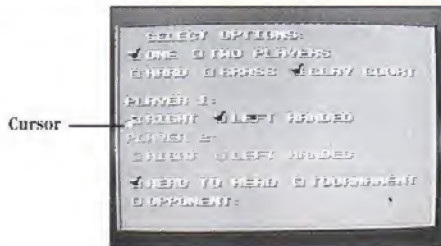
Options Screen

Number of Players

For a smashing good time, you can play against a friend. But if a friend's not available, playing against a computer opponent is lots of fun, too.

To select the number of players, press the **D-PAD LEFT** or **RIGHT** on the Genesis controller to move the cursor arrow to the number you want (see the controller illustration on page 11 if you aren't familiar with the Genesis).

To play against the computer, select ONE. To take on a friend, select TWO PLAYERS. Press **BUTTON C** to lock in your selection.

NOTE: The checkmarks that are present on the Options Screen when it first appears are in default positions. When a selection is locked in, the checkmarks will appear in the appropriate boxes.

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Hard Court *Grass Court* *Clay Court*

Court Surfaces

Move the cursor to select a HARD, GRASS, or CLAY court. Press **BUTTON C** to confirm your selection.

Here are the differences in the courts:

HARD: Hard courts give the truest bounce of any surface. The ball's bounce and speed—and your timing—will not be affected.

GRASS: Grass gives the ball an erratic low bounce. It tends to stay low and fast when played on grass, so swing early.

CLAY: Because clay is softer, the ball digs into the surface, bouncing higher and slower. So hold your swing a little longer on a clay court.
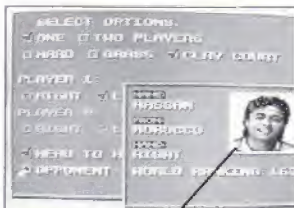
Right- or Left-handed

You can choose to play as either a right- or left-handed player. In a two-player game, decide which one of you will be Player 1 (he'll serve first). Then each of you will choose the hand you want to play. Move the cursor to your choice and lock it in with **BUTTON C.**

NOTE: *Pressing **START** at any time on the Options Screen will advance you to the Name Entry Screen (see page 10).*

Head-to-Head/Opponents

There are two One-Player modes to choose from in *Amazing Tennis*: HEAD-TO-HEAD or TOURNAMENT. If you simply want to play a match against a Genesis opponent, use the cursor and **BUTTON C** to select HEAD-TO-HEAD. Then move the cursor directly to OPPONENT. The Opponent Window will now be displayed. (Tournament play is described on page 21.)

There are 15 opponents of varying talents to choose from. To cycle through them, press **BUTTON C**. To go backwards, press **BUTTON B**. To select one, press **START.**

Opponent Window

PRO TIP:
You'll probably do best if you pick the hand that matches your real-life preference.

Meet your Match

Here's the roster of computer opponents you can play against, ranging from the most unskilled and easiest to beat, to the most skilled and difficult to beat players. In a tournament, you may encounter any of these players at any time on your way through the Draw (see page 21 for details of tournament play).

Jacques
country: France
Right-handed
world ranking: 502

Bobo
country: Italy
Left-handed
world ranking: 419

John
country: U.S.: Florida
Right-handed
world ranking: 280

Ingmar
country: Monte Carlo
Right-handed
world ranking: 269

Rajid
country: India
Right-handed
world ranking: 241

Toshi
country: Japan
Right-handed
world ranking: 206

Christiaan
country: Holland
Left-handed
world ranking: 180

Hassan
country: Morocco
Right-handed
world ranking: 163

Nick
country: U.S.: California
Left-handed
world ranking: 114

Aaron
country: Philippines
Right-handed
world ranking: 92

Kanyanta
country: Zambia
Right-handed
world ranking: 62

Arthur
country: U.S.: Hawaii
Right-handed
world ranking: 44

Angie
country: Estonia
Right-handed
world ranking: 39

Richard
country: Sweden
Right-handed
world ranking: 37

Sten
country: Estonia
Left-handed
world ranking: 22

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Entering your Name

— Cursor

After you've made your selections on the Options Screen, the **Name Entry Screen** will appear.

To enter a letter, press **UP/DOWN, RIGHT/LEFT** on the **D-Pad** to point the cursor to a letter and press **BUTTON C**. Continue this way until all the letters are entered. Then press **START**.

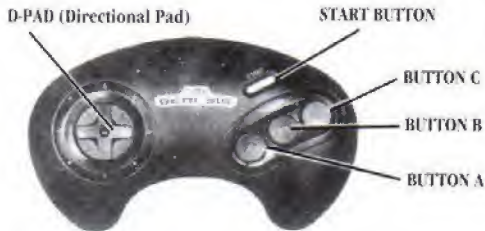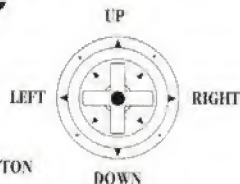**To add a space**, select SP and press **BUTTON C**.

To backspace, select ← and press **BUTTON C**.

To clear entire name, select CLR and press **BUTTON C**.

To simply be called PLAYER 1 or PLAYER 2, press **START** before entering any letters.

PRO TIP: *When playing a tournament, be sure to enter your name. You may be eligible for a special promotion if you win and you'll want to be able to prove it (see* Tournament *on page 21).*

Controlling your Game

UP

LEFT ◄ ► RIGHT

DOWN

D-PAD (Directional Pad)

START BUTTON

BUTTON C

BUTTON B

BUTTON A

D-PAD (Directional Pad)
- Moves your player left, right, forward, back
- Controls direction of serve
- Controls angle of shot
- Moves cursor when making selections

START BUTTON
- Begins Play
- Pauses/Unpauses Game
- Shows Scoreboard
- Bypasses Instant Replay

NOTE: For more directions on each of these control points, see the corresponding sections in this manual.

BUTTON C
- Tosses Serve
- Hits Toss for a Soft Serve
- Hits a Soft Slice
- Confirms Selections

BUTTON B
- Tosses Serve
- Hits Toss for a Hard Serve
- Hits a Hard Topspin

BUTTON A
- Lobs (in Rally)
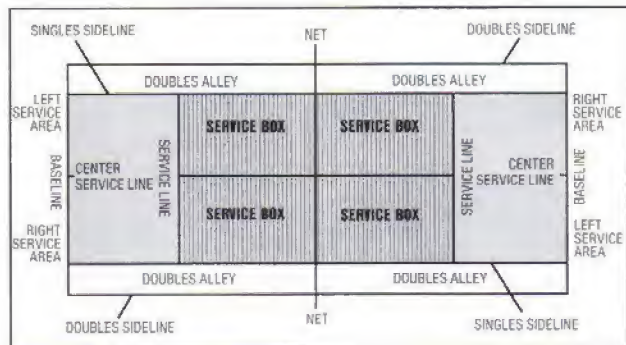- Shows Instant Replay
- Slow Motion Reverse

On the Court

The Tennis Court

The tennis court is marked off into sections. For singles games—like you'll play in *Amazing Tennis*—you'll need to concentrate on the inside sections.
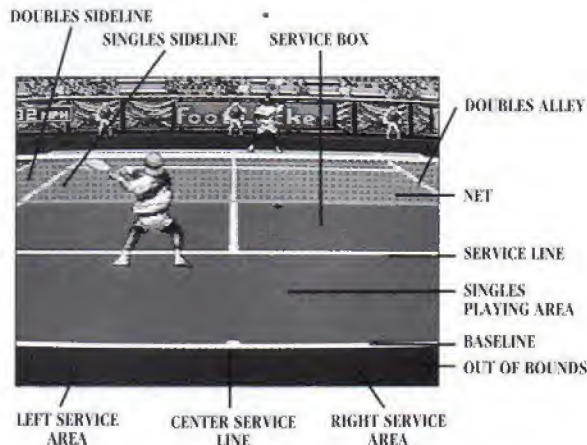
▓ Service in-bounds areas   ▒ Singles in-bounds areas

    Doubles in-bounds areas

The regulation tennis court.

Singles games are played inside the SINGLES SIDELINES. Balls that are hit on the inside BASELINE are considered good. Balls hit over it are out. If any part of the ball touches a boundary line, it is good.

The regulation tennis court as seen in Amazing Tennis.

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Serving

Each server serves for one game, rotating from right to left serving positions. The first point of the game is always from the right court. The second point is served from the left, the third from the right again. At the end of each game, players switch serving and receiving positions (*Amazing Tennis* does this rotation for you automatically).

To serve, the player tosses the ball into the air, then swings to hit it over the net and into the opponent's diagonally opposite service box. For each point served, the player gets two chances to put the ball in play. Most players are more conservative on their second serve in an attempt to avoid losing the point. If the player misses the ball altogether on the serve, he tries again—nothing lost, nothing gained.
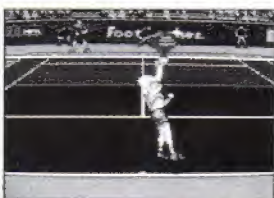

Time your serve to swing when the ball has reached the top of its arc and has just begun its descent.

Faults

A *"fault"* is a served ball that:

· Doesn't make it over the net

· Bounces outside of the service box*

* See tennis court diagrams, pages 12–13.

If, on your first serve, you serve a fault, you get another chance. If you serve a fault on your second serve, it's called a **Double Fault** and the point goes to your opponent.

In *Amazing Tennis*, the line judges call the lines and the umpire will call the faults. (They are always extremely accurate.)

PRO TIP: On your second serve, *don't take chances on getting a double fault. Use* **BUTTON C** *(your soft serve) and swing early to make sure you clear the net.*

Types of Serves

In *Amazing Tennis* you can choose between two types of serves: a hard serve or a soft serve.

To serve a hard serve, press **BUTTON B** or **C** for the toss. Then press **BUTTON B** for the swing.

To serve a soft serve, press **BUTTON B** or **C** for the toss. Then press **BUTTON C** for the swing.
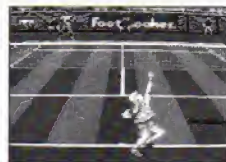
To hit a deep serve, swing early.

To hit a short or low serve, swing later.

To control the direction of your serve, hold the **D-Pad RIGHT** or **LEFT** during the wind-up.

Changing Ends

After an odd number of games have been played in a set, players change ends of the court. The actual change in *Amazing Tennis* will happen automatically. In a tie-breaker, players change ends after every 6 points are played (see page 19 for more on tie-breakers).

The end of the court that is closest to the "camera" is known as the **forecourt.** The end that is farthest from the camera is the **backcourt.**

You will play in the forecourt...

...and the backcourt.

PRO TIP: *Strategy and techniques may vary slightly, depending on which end of the court you're playing in. Carefully read the shot instructions described in this manual, and practice a bit to get the feel of being in both ends.*

Rallying

Once the ball has been served and is in play, the back and forth exchange of the ball is called "rallying." Tennis players try to control their shots so that they are difficult to return. For example, if an opponent is still on the left side of the court, the player will try to aim the ball towards the right—in hopes that the opponent will be too far away from the ball to reach it in time to return it.

Amazing Tennis gives you three basic types of shots—and you can experiment with modifying the directions on each one. The three types are:

Soft Slice

A **soft slice** is your most basic shot. It results in a smooth-sailing ball that clears the net by a few feet.

To execute a soft slice, press **BUTTON C** to meet the ball.

Hard Topspin

A **hard topspin** is a fast-moving ball with a spin on it, making it more difficult for the opponent to aim it.

To execute a hard topspin, press **BUTTON B** to meet the ball.

Lob

A **lob** is a ball that arcs high into the air before beginning its descent. A good strategy is to use a lob when your opponent is close to the net. If your lob is well-placed toward the baseline, it will be difficult for your opponent to run back fast enough to reach the ball in time.

To execute a lob, press **BUTTON A** to meet the ball.

Directing your Returns

Just like in real tennis, *Amazing Tennis* lets you control the angle or direction in which you return the ball. You can do this in two ways or with a combination of the two ways. The two ways are:

1. Controlling your position in relationship to the ball.

2. Pressing **RIGHT** or **LEFT** on the D-Pad.

The position in which you place yourself to make a shot affects which way the ball travels. If you stand to the right of the ball, the ball will be directed left. If you stand to the left of the ball, it will be directed right.

To aim a ball to the right, stand to the left of it or press the **D-Pad RIGHT** when you swing.

To aim the ball to the left, stand to the right of it or press the **D-Pad LEFT** when you swing.

To put a dramatic angle on the ball, position yourself as described above *and* press the direction on the **D-Pad** at the same time.

The Overhead Smash

If you have hopes of winning the tournament, here's a shot you should get good at: the **overhead smash.** It can be almost impossible to return.

To hit an overhead smash, advance to the service line to return a *lob* (the smash can only be executed on a lob) and prepare to swing, early while the ball is high. Press either **BUTTON B** or **C** to swing. You'll be surprised how effective it can be—especially if you add an angle placement pressing **RIGHT** or **LEFT** on the **D-Pad.**

Serve and Volley

Here's another strategy you can use against the top seeds. The **serve and volley** is accomplished by taking the net position after serving and hitting your opponent's return before the ball touches the ground.

Executing a successful serve and volley means rushing the net as soon as you serve. You'll press **UP** or **DOWN** on the **D-Pad** to rush. (If you're positioned in the forecourt, press **UP**. If you're in the backcourt, press **DOWN**.)

To serve and volley, press **UP** or **DOWN** on the **D-Pad** (see above) during your service motion. You will immediately begin running toward the net where you can prepare to hit a volley, using either **BUTTON B** or **C** to swing.

Game, Set, Match

Tennis matches are actually a series of several games in one. The first group of games is called a *"set."* The first player to win at least six games by a margin of two, wins the set.

A tennis *"match"* is made up of a series of sets. In *Amazing Tennis*, a match consists of three sets, maximum. The first player to win two out of three sets, wins the match. The third set is played only if the players *"split"* the first two sets.

Scoring

Here are the ways you score points in *Amazing Tennis*:

- Opponent serves two out-of-bounds serves in a row (double fault).

- Opponent fails to return an in-bounds ball.

- Opponent hits a ball out-of-bounds.

Scoring in tennis is quite different from scoring in most other competitive sports because it uses an unusual series of numbers. *Amazing Tennis* will keep score for you automatically. But just so you know what's going on, here's how the scoring system works:

SCORE #	POINTS or CALL
0	LOVE
1	15
2	30
3	40
4	WINNING POINT

If the game is tied, 40 to 40, it's called **DEUCE**.

In a DEUCE game, if the server scores the next point, it's called **ADVANTAGE SERVER or AD IN**. If the receiver scores the DEUCE point, it's called **ADVANTAGE RECEIVER or AD OUT**.

To win a DEUCE game, a player must win two points in a row.

Once a game is finished, players continue on to the next game. The match is over when one player wins two sets.

12 Point Tie-breaker

What happens when there's a tie at the end of a set and each player has won 6 games? You go into a *12-point-tie-breaker*. Here's how it works:

The last player to receive serves the first point starting from the right side. (Let's call him Player A.)

Then the other player (Player B) serves the following two points starting from the left side.

Now Player A serves again, this time for two points, starting from the left side.

Next, Player B serves from the left. Then players switch ends of the court and Player B serves from the right.

At this point, seven points have been served. The tie-breaker continues until one player wins at least seven points by a margin of two.

Amazing Tennis automatically keeps score for you. The umpire will announce the score after each point. At the end of each game, the screen will tilt up to show the scoreboard, which is above the crowd.

You can view the scoreboard by pressing START twice before you begin a serve.

Each player's score for each set is posted in a row next to his name. The lighted dot indicates which player is serving.

To view the score during the game, press **START** before beginning your serve. The game will now pause. **Press START a second time** and you will see the scoreboard.

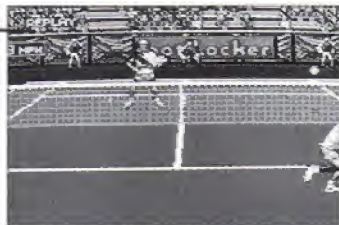After a second or two, the screen will automatically return to the court.

Current Game Score

The current game's score will be displayed here after each point.

Instant Replays

This shows you it's an instant replay.

Instant replays let you check the umpire's calls. (Don't be surprised if he's always right.)

At the end of each game you're shown an instant replay of the winning point. When you're first getting the "swing" of *Amazing Tennis*, instant replays are great because they show you what you did wrong—and what you did right.

For example, if you want to know if you're swinging too early—or too late—click in the instant replay. If you're not sure whether your shot was in- or out-of-bounds, click in the instant replay. Or if you made a really terrific save and you just want to extend the high of the moment, play it again.

To see an Instant Replay, press **BUTTON A** before starting a new serve. You'll then get a chance to see the last play over again.

To view a replay in reverse, press **BUTTON A** during the replay.

To view a replay in the forward direction, press **BUTTON A** when the replay is in reverse.

To bypass an instant replay, press **START**.

Tournament
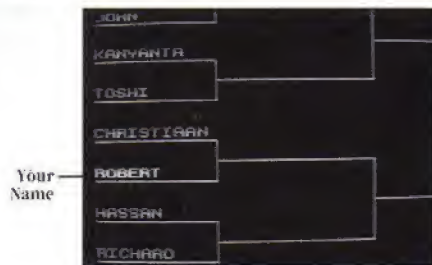
Your Name

In this One-Player mode, you get a chance to play the computer opponents in an elimination format to go for the Tournament Championship.

When you first select TOURNAMENT on the Options Screen (see page 7), you'll see the Tournament Draw Sheet with your name on one of the rungs. You must defeat the opponent you're paired with in order to go on to the next match. If you lose the match, you're out of the tournament.

The four top players are "seeded" into the Tournament Draw Sheet. This means that the best players are put into the Draw in such a way that they won't play each other right away. This type of seeding—which is common practice in professional tennis—makes sure the best contenders don't get eliminated in the first round of the match. It keeps the game fair and exciting.

NOTE: The best players, even if they win every round, won't play each other until the finals.

To view the Tournament Draw Sheet, move the **D-Pad** **UP/DOWN** and **RIGHT/LEFT** to scroll across the sheet.

To exit the Tournament Draw Sheet and return to the court, press **START**.

Each tournament consists of four matches. Each match is the best 2 out of 3 sets. Each set is a minimum of six games (see *Game, Set, Match*: page 18). So in tournament play you would play a minimum of 48 games—and that's only if you won every one!

When you win a tournament match you'll go to the Tournament Draw Sheet where you'll see your name on the next rung. You'll also see the scores from the previous games. Take a look at them to see who's hot in this tournament.

NOTE: The matches you don't participate in are not played out on screen. They happen "off camera," and only their results are displayed on the Draw Sheet.

Tournament (cont.)

If you win all four matches in the tournament, you'll receive the grand trophy and your name will appear along with your score on the final rung of the Tournament Draw Sheet.

NOTE: Have your camera ready when you play a tournament. The Trophy Screen will only be be displayed for 10 minutes after the end of the final match. Amazing Tennis will not save your standing in the tournament if you restart or turn off your Genesis. So if you need to take a break during a tournament, turn off your TV or monitor, but leave your Genesis on.

If you win the tournament, you're eligible to become a member of our *Amazing Tennis* Winner's Club. To enter, just take a photograph of the Final Tournament Screen with your name in the winner's slot and send it to:

Amazing Tennis Genesis
Winner's Club
ABSOLUTE ENTERTAINMENT
P.O. Box 116
Glen Rock, NJ 07452

Top Tennis Tips

·The first five computer opponents are the easiest to beat. So practice with them. When you get good enough to beat them all, go on to some tougher competition.

·If you're returning a ball that's near the sidelines, hold the **D-Pad** toward the inside as you hit the ball. This will draw the ball back into the court.

·When charging the net, use a slice approach. This gives you time to get close to the net for your volley and keeps the ball low, which reduces your opponent's chances for an offensive shot. This approach is used frequently by the pros.

·An approach shot down the center of the court will reduce the angles available for your opponent's passing shots.

·The best response to an on-rushing opponent is to hit a hard, sharp angle shot. This forces him to stop his approach momentarily and stretch wide for the shot. Even if he returns the ball, he is often left out of position for your next shot.

·Use the lob to push your opponent back off the net. When he backs up to cover the lob, he will sometimes leave an opening for a cross-court drive.

·When evenly-matched players compete, most points are won at the net. The player who takes the first good opportunity to attack the net has the best chance to win the point.

CREDITS

DAVID CRANE'S AMAZING TENNIS

Design and programming by David Crane
Adaptation programmed by Jay Obernolte
Graphics by Frank Lam and Ross Harris
Music and sound effects by Mark Van Hecke
Technical support by Alex DeMeo
Package and manual design by
W. R. Wentworth
Instruction manual by Paula Polley
Cover Photo Credit: Paul Sutton
Featuring the voice of Frank Hammond

DAVID CRANE is the most successful U.S. game
designer of all time. His titles have sold mil-
lions of units over the past 15 years.

A true pioneer in the industry, David is one of
the founders of Activision. His designs of such
early games as *Laser Blast, Freeway,
Dragster,* and *Fishing Derby* helped establish
that company's reputation as the best source
for Atari 2600 video games. David's innovative
and revolutionary title *Pitfall* sold a record
4,000,000+ units and established new horizons for the game-designing craft
(and it remained #1 on the video-game charts for 54 consecutive weeks!).

Other David Crane-created titles include such hits as *Ghostbusters, The
Activision Decathlon, Little Computer People, Transformers, A Boy and
His Blob,* and *The Rescue of Princess Blobette.* He has been honored as
"Designer of the Year" by various trade and consumer publications, and his
games have been the recipients of numerous awards.

A tournament-caliber tennis player himself, David currently lives in
California with his wife and daughter.

GAME PLAY QUESTIONS?

CALL
201-818-8878

Monday thru Friday 9AM–5PM Eastern Time

┌─────────────────────────────┐
│ AMAZING TENNIS™   │
│ GENESIS™ PROOF OF   │
│ PURCHASE   │
└─────────────────────────────┘

Patents: U.S. Nos. 4, 442, 486, 4, 454, 591, 4, 462, 076; Europe No. 80244; Canada No. 1, 183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending).